

Amendments to the Specification:

Please insert beginning at page 6, line 8 the following:

FIG. 13 is a schematic illustration of a display which displays representations adjacent to a game area.

Please replace the paragraph beginning at page 9, line 22 with the following rewritten paragraph:

Streak game progress can be tracked manually, by a mechanical device, by an electromechanical device or electronically. The tracking can be visible to the streak player, the house, or hidden. In a physical non-electronic implementation of the main game and streak game, a physical piece representing the streak wager can change, for example, the piece can change colors. If the display is electronic, a variety of representations can be used, such as, for example, a graphic, a bar graph or chart 360 being displayed on a screen. The chart may be a pie chart 364. In an implementation where a graphic of a graph 362 or chart 360 is used to indicate the tracked progress, before the first game the graph 362 or chart 360 can be empty or otherwise show that the streak round has not progressed beyond placing the streak wager. After a main round has occurred with an outcome that matches the selected outcome for a main round associated with the streak round, a portion of the graph 362 or chart 360 can be filled in to indicate the progress. In another implementation, the display can change colors or a sound can be played to indicate progress. In yet another implementation, lights are turned on and off to indicate progress. In an electronic version of the streak game, the tracking is stored in a memory and updated each time a main round is won or lost.

Please replace the paragraph beginning at page 10, line 5 with the following rewritten paragraph:

Various implementations of the method shown in FIG. 1 are described below. One implementation that can be used with a roulette game is shown in FIG. 2. The display shown is for an electronic table, but can also be used with a video game, or a non-electronic table. The game area 316 for the main game 323 is on one side of the display 300 and the streak game area 313 is adjacent to the main game area 323. A

number of main rounds 305 and an outcome 310 can be selected. When the number of main rounds 305 and the selected outcome 310 that make up the streak combination are received, the streak combination 346 is indicated, such as by lighting the streak combination 346, which in the example shown indicates a streak combination of two consecutive rounds with outcomes between 1 and 18. If a second streak wager is placed for the streak combination of three main rounds and the outcome red, the streak combination 315 is lighted. If a first ROG result is a four red, the progress of each streak round can be tracked by lighting a first progress spot 352 for the streak combination 346 and a first progress position 325 for the streak combination 315. Before the next main round, but before the current streak rounds have ended, new streak wagers can be received. In the example shown, a streak wager for a streak combination 320 that is for five in a row even is received and the streak combination 320 is lighted. If the ROG result is eight black, the streak combination 346 streak round is won, the streak combination 315 streak round is lost, and the streak combination 320 progresses and the first progress spot 330 for the streak combination 320 is lighted. The streak rounds progress until no more streak rounds are in play.